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NINTENDO DS™



PLANET PUZZLE LEAGUE™



Play With Friends Around the Planet!

INSTRUCTION BOOKLET

EmuMovies

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Wireless DS
Single-Card
Download Play
2-4

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play
2-4

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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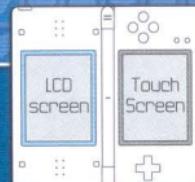
PLANET PUZZLE LEAGUE™

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Viewing Screenshots

In this manual, shots from the LCD screen are framed in blue. Shots from the Touch Screen are framed in gray.



How to Play



Basic Rules

The goal of Planet Puzzle League is to clear blocks by lining up three or more of the same color. As you work, blocks will continue to appear at the bottom of the screen, forcing your stack to rise. If the stack reaches the top of the field, your game will end.



Clearing Blocks

Slide blocks left and right with your stylus to swap them. Check the illustration below to see an example of how three stack vertically and then vanish. The blocks on top then fall to fill the space left behind.



and are swapped.



Three line up and vanish...



The that was on top of the falls to fill the space!

05

Techniques



Chains

If by clearing blocks you cause another set of blocks to drop and clear, you will create a chain.

- Creating chains will prevent new blocks from appearing for a short while.

Simple Chains

Study the example to the right to see some basic chain-creation setups. In each one, the like-colored blocks that are lined up will vanish, causing the other blocks to fall and create a chain.



Vertical → Horizontal chain



Horizontal → Horizontal chain

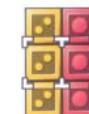


Combos

If you clear four or more blocks at once, it will create a combo. (The cleared blocks don't all need to be the same color—see the illustration to the right for an example.)



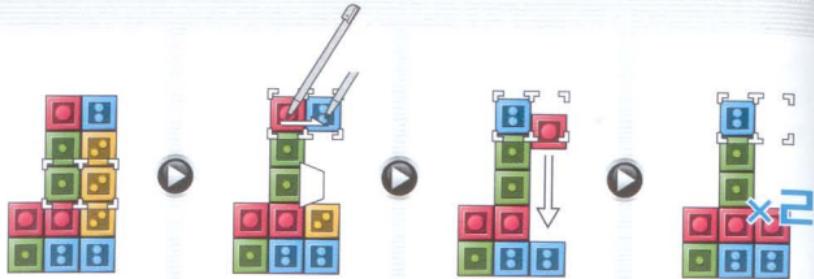
Swap out and ...



Six blocks are cleared at once!

Active Chains

If you move a block while others are vanishing and that causes another set of blocks to clear, you will create an active chain.



The  will clear, but not make a chain.

But if you swap  and  while  are clearing...

The  falls after the  are cleared...

Which makes the  clear and forms an active chain!

Block Types

There are six types of blocks in the game—five colored blocks and a surprise block. You can change the block design in the Options menu. ➔ 11



Surprise Block

Garbage

Performing combos or chains in a Garbage Battle will send garbage to your foes. The size of the garbage depends on the number of chains or combos you perform. Also, if you clear a  (surprise block), metallic garbage will be sent.

Clearing Garbage

Clear blocks that are touching garbage to transform the garbage into usable blocks.



- If similar types of garbage are touching, they will also change into blocks. However, if the garbage is more than two rows thick, only the first row will turn into blocks.

Item Blocks

Clear an item block to unleash its power!

 Fever	All cleared blocks will count as part of a chain.
 Tri-Color	All of your blocks will turn red, blue, or green.
 Reflect	All of your garbage will be sent to your opponent.
 Twitch	All of your opponent's blocks will shuffle for a short time.
 Paralyze	One row of your opponent's field will be immobilized for a short time.
 Fog	One part of your opponent's field will turn into gray, unclearable blocks for a short time.

■ Basic Controls

BASIC CONTROLS

The default holding style for Planet Puzzle League is vertical. Though button controls can be used, this manual focuses primarily on Touch Screen controls.

LCD Screen

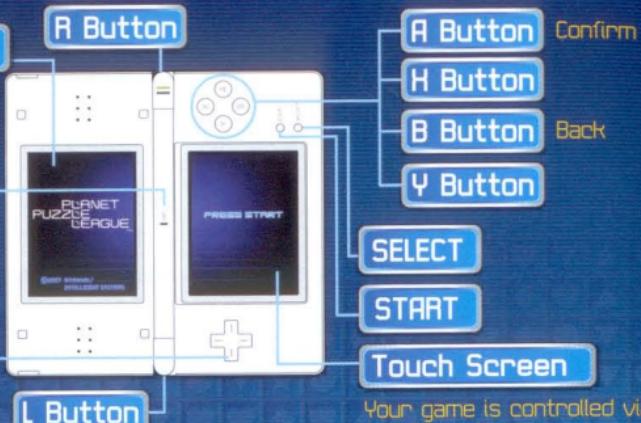
Mode explanations and your score are shown here.

Mic

The microphone is used for voice chat.

+Control Pad

Move the cursor



- Left-handed users can change their handedness in the Options menu (D 11) so the Touch Screen is on the left.
- Reset the game by pressing L Button + R Button + START + SELECT.
- If you close the DS while playing, the game will enter Sleep Mode to conserve batteries. The game will come out of Sleep Mode once the DS is opened.

■ Getting Started

GETTING STARTED

After confirming that the power is off, insert the Planet Puzzle League Game Card into the DS Game Card slot until you hear it click.

Upon Power-up

- Turn the power on to see the screen on the right. When you are finished reading, touch the screen.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.

- Touch the Planet Puzzle League panel on the DS Menu Screen to start the game.

- You will not need to perform these steps if your DS is set to Auto Mode. Please check the Nintendo DS Instruction Booklet for more information.



Saving

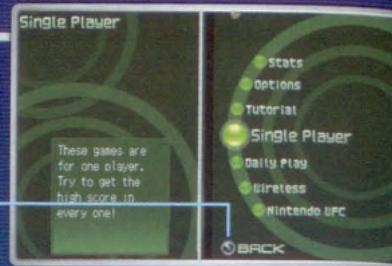
If you clear a stage, your score will be saved automatically. If you change settings in the Options menu (D 11) or your Friend Roster (D 30) these will also be saved. You can delete your data in the Stats menu (D 32).

Main Menu

If you touch the title screen or press START, the main menu will appear. Choose the mode you want to play by tapping it.

BACK Button

This takes you back one screen.

Single Player **D 13**

Play a wide variety of modes by yourself.

Daily Play **D 18**

Play three two-minute games once a day.

DS Wireless Play **D 19**

Battle against friends over DS Wireless Communication.

Nintendo WFC **D 26**

Battle against people around the world over Nintendo Wi-Fi Communication.

Stats **D 32**

Check records, watch movies, and delete data.

Options

Change various game settings.

HOLDING STYLE Choose to hold your DS vertically or horizontally. If you choose vertically, you must also select your handedness.

Tutorial

Learn basic controls and then try them out.

Game Screen

Elapsed Time

Remaining time will be displayed in Time Attack games.



Score

Lift

This changes depending on the mode.

Level

High Score

Cursor

This displays constantly when using button controls.

Pause Button

Touch this to freeze the game. Touch again to continue.

Hint

Follow the instructions of this white arrow to build chains.

Lift Button

This raises the stack by adding rows to the bottom.

Select Screen

This sets the level, background, and other game settings. Touch Start to start the game.



RESULTS

This displays the results of your previous game. Red numbers show combos and blue numbers show chains.



■ Single Player

SINGLE PLAYER

There are six modes to choose from in Single Player.

Single Player Menu

If you select Single Player from the main menu, the screen on the right will appear. Touch the mode you want to play.



Endless	14	Keep playing until your game ends.
Clear	14	Clear stages one at a time.
Garbage Challenge	14	Clear garbage as you battle for a high score.
Vs. COM	15	Battle against the computer.
Time Attack	16	Play one of three different timed games.
Puzzle	17	Clear all the blocks in a set number of moves.

Pause Menu

If you press START, the Pause menu will appear.

Continue Return to the game.

Quit Return to the Select screen.

Endless

Keep playing until your game ends. As time passes, the lift speed will get faster. Perform combos and chains to clear blocks quickly.



Clear

Eliminate all the blocks above the Clear Line to finish the stage. Every five stages, the Clear Line will be replaced with an orange bar. Eliminate blocks until the bar is empty to complete the stage.

Clear Line



Garbage Challenge

Clear the falling garbage and shoot for the high score.

- For tips on how to clear garbage, see Techniques. 88



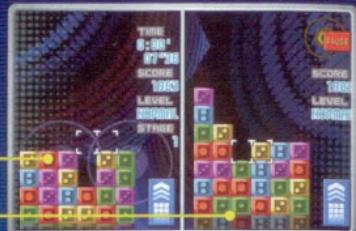
14

» Vs. COM

Battle against the computer. This is a good place to practice for DS Wireless Play (■ 19) and Nintendo WFC (■ 27) battles.

Computer Game Field

Player's Game Field



◆ Garbage Battle

Defeat the computer by dropping garbage.

■ See Techniques for more information on garbage. (■ N8)

◆ Score Battle

The player who earns the most points in two minutes is the winner. There is no garbage in this mode, but you can attack with items by turning them on in the Settings screen.

◆ Clear Battle

The first player to eliminate all the blocks above the Clear Line wins. There is no garbage in this mode, but you can attack with items by turning them on in the Settings screen.

» Time Attack

All three of the games in this mode are two minutes long.

◆ Score Attack

Score as many points as you can in two minutes. Score Attack games are automatically saved as movies (■ 32) that you can watch or send to opponents in Wireless mode. (■ 22)

◆ Garbage Attack

Try to clear as much garbage as you can in two minutes. Though your game won't end if the garbage stacks to the top, pressing the lift button will cause a game over.

◆ Lift Attack

See how high you can lift the stack in two minutes. You'll earn points only for lifting the stack, not for clearing blocks.



Puzzle

Clear each stage by eliminating all the blocks in the supplied number of moves. You can press the Hint button for a clue, but doing so will incur a penalty.



Basic Puzzles

Clear stages to unlock more, up to a total of 60. Cleared stages will get a ★.

Advanced Puzzles

These are unlocked when all the Basic Puzzles are cleared. These 60 puzzles are the most difficult in the game!

Active Puzzles

Clear all the blocks by keeping an active chain going. There are no limits to the number of moves you can perform, but if your chain ends, your game will end. Also, you cannot use the hint button.

■ Please check Techniques for more info on active chains. (D 07)

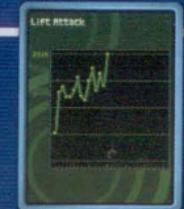
Mission

Clear ten puzzles in a row to open a new course. You can view a demo on the LCD screen if you get stuck.

There are three pick-up-and-play games in this mode.

Daily Mode

You can play each of the games only once per day. The score for each day will be displayed on the graph on the LCD screen. The games are the same as those in Time Attack. (D 16)



Score Attack

Earn the highest score you can in two minutes.

Garbage Attack

Clear as much garbage as you can in two minutes.

Lift Attack

Lift the stack as high as possible in two minutes.

DS Wireless Play

DS WIRELESS PLAY

Battle up to three other people with DS Wireless play. You can also send friends a demo version of the game.

Wireless Menu

Choose Wireless from the main menu to display the screen shown to the right, then tap a mode name to choose it.



Wireless

Demo **D 23**

Battle it out with up to four players via DS Wireless play.

Send a trial version of Planet Puzzle League to another DS.

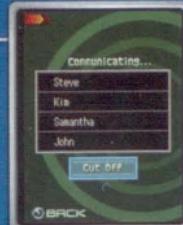
Starting a Wireless Game

Players with their own copy of Planet Puzzle League can either create a group or join a preexisting group by touching that player's name. Players who don't have a copy of Planet Puzzle League can join a preexisting game via DS Download Play. **D 25**



Creating a Group (Player 1)

When other players have been found and their names appear on the list, tap the Cut Off button, then fix your options in the Wireless Settings screen.



Wireless Settings

Only the player who created the group can change the following settings. Once they tap Next, the Select screen will appear.



Battle Mode

Item

D 08

This sets the game type. You can choose between Garbage, Clear, and Score Attack.

Choose whether or not to use items. See Techniques for more information on items.

◆ Joining (Players 2-4)

All other players must wait until P1 (Player 1) has confirmed the settings. Once P1 touches Next, the Select screen will appear.

- Players who don't have a copy of Planet Puzzle League will have to set their holding style.

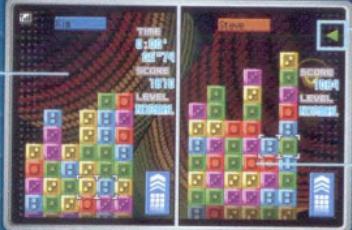


◆ Select Screen

Each player must choose their game settings in the Select screen. Once each player has tapped Start, the game will begin.

» Wireless Screen

Opponent's Game Field



Screen Swap Button

Changes which opponent's screen is shown on the LCD screen.

Player's Game Field

» Wireless Play Rules

The order of players is determined by the battle mode. Garbage and item attacks will be sent to all opponents. Players whose games have ended can continue to play until all players have been ranked.

- There is no Pause menu in wireless games.
- Once you have played wirelessly with a friend, they will automatically be registered in your Friend Roster. **» 30**

◆ Sending and Receiving Movies

If your movie settings **» 32** are set accordingly, movies can be sent to your opponents. You can also receive movies from friends.

» Ending a Wireless Battle

If P1 taps Quit, the battle will end and the Wireless screen will appear.



» Demo

You can send demo versions to other DS units. The trial version contains Score Attack and Garbage Attack games. (16)

- The demo version will be erased if the power is turned off.

◆ Sending a Demo

The DS with the Game Card in it is the host. The other DS is the guest.

◆ Host DS

Touch Demo in the Wireless screen to display guest players' names.



◆ Guest DS

Tap DS Download Play, then Planet Puzzle League. Once the download is complete, the demo version's title screen will appear.



» Wireless Play

What you need

- Nintendo DS/Nintendo DS Lite... One for each player (up to 4)
- Planet Puzzle League Game Card (1 to 4)

◆ Steps

1. After confirming that the power is off on all DS units, insert a Game Card into each DS.
2. Turn the power on. The DS Menu Screen will appear.
3. Tap Planet Puzzle League.
4. Refer to the instructions on (19) for more information.



◆ Errors

If the connection is interrupted during play, the game will end. If this screen appears, tap OK to return to the Wireless menu and try again.

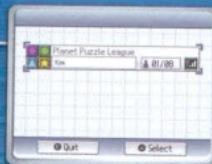
What You Need

Nintendo DS/Nintendo DS Lite... 2
Planet Puzzle League Game Card... 1

Compatible wireless router or
Nintendo Wi-Fi USB Connector
and broadband access may be
required for online play.



DS Menu Screen



Planet Puzzle League

◆ Controls [For P1, the Host]

1. Confirm that the power is off, then insert a Game Card.
2. Turn the power on.
3. Tap Planet Puzzle League.
4. Refer to the instructions on ▶ 19 and ▶ 20 for more information.

◆ Controls [For Guests]

1. Turn the DS on.
2. Tap DS Download Play.
3. Tap Planet Puzzle League. The download confirmation screen will appear.
4. If it is correct, tap Yes to begin downloading data.
5. Refer to the instructions on ▶ 19 and ▶ 20 for more information.

Nintendo Wi-Fi Connection allows multiple Planet Puzzle League owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).



Nintendo WFC Menu

Select Nintendo WFC from the main menu to make the screen on the right appear. Choose the mode name and tap it.



Wi-Fi Battle

D 28

Battle against other players over Nintendo Wi-Fi Connection. When using Nintendo WFC for the first time, a Friend Code D 30 will be automatically created for you.

Friend Code

D 30

Check your Friend Code or register new ones. You can also view your friends' Friend Codes.

Nintendo WFC Setup

Change your Nintendo Wi-Fi Connection settings.

Make sure to use the same Nintendo DS and DS Game Card as a set. Check the attached Nintendo Wi-Fi Connection instruction booklet for more information.



Wi-Fi Battle

Wi-Fi Battles are for two players only. Defeat your opponents by dropping garbage on their screen.

Free Play Battle

Play against anyone in the world! The results will not affect your ranking.

Novice Battle

Battle against beginners only. Once you have cleared certain conditions, you will not be able to play this mode anymore.

Friend Battle

You can battle against friends with whom you have exchanged Friend Codes. When your friends are using Nintendo Wi-Fi Connection, an icon will appear. If you and your friend don't agree on whether or not to use items, it will be determined at random.

If you and your friend choose to turn voice chat on during a Friend Battle, you will be able to talk to each other while playing. Speak into the Mic to talk to your friend.

- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail, home address or school when communicating with others.



◆ Birthday Battle

In this mode you can battle against players with the same birthday to earn a higher ranking.

Battle

Compete against others to increase your rank.

Top Players

View the top rankings.

Current Ranking

See players with ranks similar to yours.

Erase Ranking

Erase your ranking data.

Data that has been erased cannot be restored.
Please be careful.

◆ About Rankings

Only players with the same birthday are ranked against one another. Rank is determined by the number of wins a player has.

- The rankings will be updated weekly.

» Starting a Battle

After you select a mode, you'll search for another player who is also looking for an opponent in the same mode. When an opponent is found, that opponent's information will be displayed. Tap Next or wait for the countdown to run out to start the game.

- There is no Pause menu in Wi-Fi Battle mode.



» Friend Codes

Your Friend Code is a 12-digit code that is automatically assigned when you first connect to Nintendo Wi-Fi Connection. By exchanging Friend Codes, you and your friends can register each other to your Friend Rosters.

◆ Friend Roster

Friends with whom you have exchanged Friend Codes will be registered to your Friend Roster. You can have up to 60 people on your Friend Roster. Also, friends with whom you have played local wireless battles will automatically be added to your Friend Roster. You can battle friends who are registered to your Friend Roster in Friend Battles (» 28) over Nintendo Wi-Fi Connection.

Friend Roster

You can check your friend's information by tapping their name on the Touch Screen.



Erase Data

Touch this to erase your friend's data.

◀ Register

- ① Exchange Friend Codes and register them here.
- ② Tap Register to display the Friend Code entry screen, then enter a player's Friend Code and tap OK.



- After registering a Friend Code, that player's Friend Code will function as their name. After playing a Wi-Fi Battle, it will automatically become their nickname.

◀ Check Friend Code

Check your own Friend Code here.

Here you can check your play records, watch movies, and erase data.

▶ Records

Check your game-play stats here.

▶ Movies

You can watch movies recorded automatically during Score Attack games (▶ 16) and movies that you received from others during Wireless games. (▶ 19) You can save up to twelve movies at a time. Movies that you allow to be overwritten will be deleted in the order that they were created or received. You can also set overwrite and send options here.

▶ Erase Data

This will erase all data on the DS Game Card, including Wi-Fi user information. Data that has been erased cannot be restored, so be careful.

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